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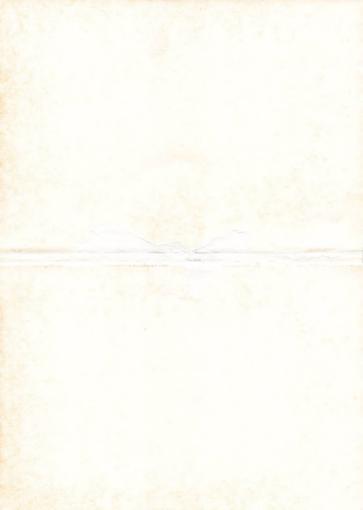# BOUNTY HUNTERS VS. BATTLE DROIDS

RYDER WINDHAM

Bounty Hunters vs. Battle Droids

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#11

BOUNTY HUNTERS VS. BATTLE DROIDS

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INTRODUCTION

An army of renegade droids has escaped Boonda's Moon and captured the Victory Star Destroyer *Decimator*. The automatons originally intended to travel to the distant planet Vactooine, where they would build their own droid factory and live without any masters.

But the droids' leader, Wuntoo Forcee Forwun, changed the *Decimator*'s course for the desert planet Tatooine. Forwun had learned that the evil droid EV-9D9 was living in Jabba the Hutt's palace. EV-9D9 enjoyed torturing other droids, and she had terminated many 1-2 units in the past. Forwun hoped to locate and destroy EV-9D9 before she could do more harm, but Jabba's swoop troops attacked Forwun before he had a chance. In the battle, Forwun lost his left arm and was forced to flee Tatooine.

Although the swoop bikers realized the battle droids were trying to get EV-9D9, they decided to tell Jabba a different story. In order to impress Jabba, the bikers said the droids had planned to kill him — and that they had saved Jabba's life.

Instead of being grateful, Jabba became enraged, believing that someone must have *sent* the menacing droids to Tatooine. The Hutt ordered his bounty hunters to apprehend the droids, diverting the hunt for Han Solo.

Meanwhile, the droids resumed their original mission, flying the *Decimator* through hyperspace, heading for the planet Vactooine. . . .

PRELIMINARY MISSION

CHAPTER ONE

The Victory Star Destroyer *Decimator* roared through hyperspace, transporting the droids across the Outer Rim Territories. On the bridge of the *Decimator*, several astromechs operated the controls while the traffic controller droid Forwun stood at the command console. Beside Forwun, the chef droid K-2PQ was busily attaching a new left arm to Forwun's left shoulder socket.

The two attendant droids BP-A1 and BP-A2 hovered near the command console, watching the repair job with great interest.

"Were you able to shut down your sensory receptors before your arm was detached?" BP-A1 asked.

"Did it hurt?" BP-A2 added.

Forwun ignored the questions. "How much longer until we reach the Vactooine system?"

"We will exit hyperspace in thirty minutes," BP-A1 replied.

"After that, it will take us an additional ten minutes to reach the planet Vactooine," BP-A2 added.

"Vactooine has three moons," Forwun noted. "After we exit hyperspace, plot a course for the largest moon. We'll stay out of the planet's sensor range while we prepare our attack."

Forwun lowered his black-metal head. "Although we learned much about the fighting techniques of aliens on Tatooine, I regret any delay to our mission. I also regret the loss of over a dozen fellow droids in our battle with the aliens."

"Thank the Maker you only lost an arm!" BP-A1 declared. "Were any of our droids captured by the aliens on Tatooine?"

"And if any survived, will they be taken to EV-9D9?" BP-A2 wondered aloud.

"I don't even want to think about *that*!" K-2PQ exclaimed, shuddering as he tightened another bolt on Forwun's new arm.

Forwun gazed directly at his comrades. "For now, we must forget about EV-9D9. But after we conquer Vactooine, I vow to return to Tatooine and deal with her myself!"

EV-9D9 stood within her repair shop, cleaning the assorted metal bits from a broad worktable. She liked to clean up, sorting through the broken bolts and fused circuits. The leftover pieces reminded her of all the droids she had destroyed with her own two manipulatory appendages.

EV-9D9 dominated every droid in Jabba's palace. She enjoyed her job immensely, especially when one of the droids did something wrong and required her special services.

Although droids did not feel pain in the same way as organic creatures, a jolt to a droid's sensory receptors could cause horrible discomfort. EV-9D9 knew precisely how to inflict pain on any droid. Every automaton lived in fear of her.

Lately, EV-9D9 had become bored. Under her watchful eyes, Jabba's droids had been performing their jobs without failure. If a droid did not fail soon, EV-9D9 would have

to select one, taking it apart piece by piece until she *found* something wrong. For EV-9D9, this was not as much fun, but it was better than nothing.

The sound of approaching footsteps caused EV-9D9 to turn her metal head. One of Jabba's swoop bikers entered the room, guiding a floating stretcher. The stretcher was covered with a filthy plastic sheet, apparently covering some kind of body.

EV-9D9 recognized the biker as Twitch, a large alien who appeared to be constructed of dark blue rocks. "You have something for me?" EV-9D9 asked.

"Watch your mouth, droid!" Twitch snarled. "Don't speak to me unless I ask you a question! Do you understand?"

"I understand perfectly," EV-9D9 answered, "that we *both* work for Jabba the Hutt."

"And don't you forget it!" Twitch snapped. He pointed down at the sheet-covered stretcher. "We fought some droids in Mos Eisley. I brought this thing back from Docking Bay Ninety-four. Jabba wants you to find out where the droids came from."

EV-9D9 pulled the plastic sheet aside. An overwhelming sense of joy swept over her as she gazed at the body lying on the stretcher. It was the remains of a K4 security droid, badly damaged and restrained by thick plastoid straps. One of the K4's photoreceptors glowed red, indicating that the droid was still partially functional.

"Can you get the thing to talk?" Twitch asked.

"Certainly!" EV-9D9 proclaimed. She peered into the K4's red eye and asked, "You *can* talk, can't you?"

The motionless K4 remained silent.

"Oh, well," EV-9D9 sighed as she picked up a macro-

fuser from her worktable. "I'll just have to *make* you talk!" She activated the macrofuser against the K4's neck.

The K4 released a metallic screech, causing Twitch to wince. Twitch did not care at all for droids, but as he watched EV-9D9, he almost felt sorry for the helpless K4 unit. Within thirty seconds, the K4's processors began to fry, causing the droid to scream even louder.

"Let me know when you're finished," Twitch said, turning for the door.

"Okay, but you might have to wait," EV-9D9 cackled, re-setting the macrofuser to a more powerful setting. "This operation could take a while!"

CHAPTER TWO

"The repairs are complete, sir," K-2PQ announced, rolling back on his treadbase to get a better look at Forwun's shoulder.

Forwun stepped away from the command console on the bridge of the *Decimator*. The black-metal droid raised his new left arm, flexing the manipulatory appendages into a tight metal fist. "It feels good as new," Forwun declared. "Thank you, K-2PQ."

"Don't mention it, sir," the chef droid answered. "I'm just glad my own seven arms can be put to some use. Since none of us eat food, I guess I won't be doing much cooking anymore."

"And I won't be controlling traffic," Forwun remarked. "We'll all have to adjust to our new lives on Vactooine."

Suddenly, the *Decimator* trembled as its engines decelerated. Forwun and K-2PQ looked out the viewport, watching the cascade of starlight as the mighty Star Destroyer plunged out of hyperspace.

BP-A1 and BP-A2 rose up from the navigation console and rotated their photoreceptors toward Forwun. "We've arrived at the Vactooine system, Forwun," BP-A1 added.

"Our course is plotted for Vactooine's largest moon," BP-A2 chimed in.

Gazing at Forwun, K-2PQ mused, "I've been wondering about our new lives on Vactooine, sir. Once we've taken over the mining colony and built our own droid manufacturing facility, where will we go from there?"

"After we've constructed enough new battle droids," Forwun answered, "we will go anywhere we please!"

IG-88 landed his ship, the *IG-2000*, at Zio Snaffkin Spaceport on the planet Dennogra. Climbing out of his ship, the tall gray-metal droid marched to the nearby cantina.

IG-88 had more freedom than most droids could ever imagine. He was without a master and he possessed his own spaceship. Despite his independence, IG-88 never developed any personal interests or attempted to live a quiet existence. He was both incapable and far too busy for any of that. IG-88 was a bounty hunter.

Along with five other IG assassin droids, IG-88 had been built at the high-security Holowan Laboratories. The IG units were programmed with more intelligence and independence than other droids, but they became more deadly than anyone ever envisioned. After their construction, the five droids killed their own programmers and escaped from the lab.

IG-88 roamed the Galactic Core, daring to venture where assassin droids were considered illegal. IG-88 did not care about laws. He did not care about his victims, his employers, himself, or anything else. He was an assassin droid, and the only thing that mattered to him was doing his job.

Money held no great value for IG-88, but he accepted payment because it was logical. He needed money to buy ammunition and to repair himself and his spaceship. At great expense, IG-88 constructed exact duplicates of himself and the *IG-2000*. If IG-88 ever failed a mission and was

destroyed, an exact replica would be automatically activated to take over and finish the job.

IG-88's current assignment was to locate Han Solo for Jabba the Hutt. Solo was the captain of the *Millennium Falcon*, and he sometimes smuggled spice for Jabba. When an Imperial ship trapped the *Falcon*, Solo dumped Jabba's spice shipment. At first, Jabba merely wanted his money back from Solo, but when Solo escaped from Tatooine, Jabba offered a high reward for anyone who could apprehend the smuggler.

Several bounty hunters were also looking for Solo, but IG-88 believed he was the only one with a solid lead. From another droid, IG-88 had learned that the *Millennium Falcon* had been recently sighted at Zio Snaffkin Spaceport on the planet Dennogra. There, Han Solo had a brief meeting in a cantina with an Ithorian named Sprool the Trader. Determined to investigate, IG-88 wasted no time in his flight to the planet.

Walking toward the Zio Snaffkin cantina, IG-88's audial receptor heard shouts and laser fire erupt from within the building. The droid quickened his pace, ignoring the hand-lettered sign that read NO DROIDS ALLOWED! IG-88 unholstered his blaster and entered the cantina.

The smell of blaster fumes hung heavy in the air, stinging IG-88's olfactory sensors. The cantina interior resembled a war zone. Tables were overturned and numerous human and alien bodies lay motionless on the floor. Only one figure remained standing. He was an armored humanoid, wearing a helmet that covered his entire head. The man stood with his back to the assassin droid.

Without turning, the helmeted man hissed, "If you're looking for Solo or Sprool the Trader, you're a little *late*, droid."

IG-88 returned his blaster to its holster. The droid was hunting for Han Solo and was not about to waste ammunition on anyone else. Besides, IG-88 was not certain whether he could defeat the helmeted man in the cantina.

Everyone knew that Boba Fett was the most dangerous bounty hunter in the galaxy.

CHAPTER THREE

The Star Destroyer *Decimator* orbited the dark side of Vactooine's largest moon. Within the *Decimator*, Forwun stood on a catwalk in the landing bay, surveying the automaton troops assembled on the floor below.

Forwun had emptied both the immense drone barge and the cumbersome storage container. The drone barge had contained over two dozen assorted droids, all modified for combat. The storage container, retrieved from Boonda's Moon by the *Decimator*'s powerful tractor, had contained over one hundred ASP-19 battle droids. All of the droids were now activated, training their illuminated photoreceptors at Forwun.

"If a human were to gaze across this landing bay," Forwun began, "the human would only see a multitude of intelligent tools and walking appliances. The human would probably decide to sell you to a droid dealer, turning you into servants and laborers. But I'm *not* human and that *isn't* going to happen!"

Across the landing bay, the droids beeped and whirred to show their excitement.

"As you are all aware, we will soon attack the planet Vactooine," Forwun continued. "For three generations of humans, it has been a mining planet. As of today, all that will change. Using TIE bombers and a ground assault team, we will eliminate the humans and take over their facility. We will construct a new droid factory and build our own empire. And with the *Decimator*, we will return to space and conquer the galaxy!"

The excitement grew among the gathered droids. Astromechs wobbled from side to side. Mouse droids balanced on their rear treads. And the ASP-19s began stomping their heavy metal feet against the landing bay floor.

"I can't tell you how proud I am of all of you," Forwun proclaimed. "Because of your efforts, we have a great future ahead of us. Check your weapons, charge your batteries, and prepare for battle!"

IG-88 followed Boba Fett out of the Zio Snaffkin cantina. The assassin droid did not know how Fett had tracked Solo to Dennogra, but Fett was extremely good at such things. And since IG-88 was uncertain about his own next move, he decided to keep an eye on Fett.

Like many spaceports in the Outer Rim, Zio Snaffkin had a skyline of low-level industrial buildings. Boba Fett had parked his ship, *Slave I*, behind the cantina. As he approached *Slave I*, the roar of two descending starships caused him to halt. Recognizing the two ships, Fett did not move as he watched them land.

Captivator was a sleek vessel with a powerful engine. It belonged to a Trandoshan bounty hunter named Bossk, a three-toed, three-fingered reptilian alien. His favorite weapon was his blaster rifle and his favorite targets were Wookiees.

The other ship was flown by Dengar, a human bounty hunter with a bandaged head and a bad reputation. Dengar claimed to have won his ship in a sabacc game, but Boba Fett knew that Dengar had stolen the vehicle.

Bossk and Dengar climbed out of their ships and approached Boba Fett. IG-88, watching from an alley behind the cantina, aimed an antenna in the direction of the gath-

ered bounty hunters. If the three organics said anything, IG-88 would be able to hear them.

"So, the mighty Boba Fett got here first!" Bossk taunted.

"Yeah, but it doesn't look like he found anything," Dengar observed.

Boba Fett did not respond immediately. He turned his helmeted head slightly, appearing to gaze somewhere between Dengar and Bossk. After several seconds, Fett rasped, "If you look behind me, you'll notice that IG-88 got here before you as well."

Hearing Fett's words in the distance, IG-88 considered ducking deeper into the alley. Instead, the droid decided to present himself. He stepped forward, letting the two startled bounty hunters get a good view of his metal body.

"What does that prove?" Bossk snarled.

"It proves that the droid is quicker than you," Fett replied. "I'll only warn you once. Stay out of my way."

Bossk stepped forward. "You don't scare me, you little —"

A high-pitched whistle suddenly sounded in the air. Gazing upward, the bounty hunters watched as a globe-shaped rocket arced across the sky, plummeting toward the spaceport.

"What is that thing?" Dengar asked. "It's headed right for us!"

"It's a message droid, you fool," Bossk chided.

The message droid's retros kicked in and the orb landed near the bounty hunters. IG-88 kept his distance, but increased the wavelength on his broadband antennae, listening for any transmission from the orb.

The orb opened to reveal the boxlike message droid. "I

have a message from Jabba the Hutt for Boba Fett, IG-88, Dengar, and Bossk," reported the message droid.

"Spit it out," Bossk threatened. Bossk did not like the fact that his was the last name on the droid's list.

A panel slid back from the message droid's side, revealing a compact holoprojector. A greenish beam flickered from the projector, then the light formed into the image of Jabba the Hutt's massive head.

"Greetings, my faithful servants," bellowed Jabba's holoprojection. "Look no more for Sprool the Trader. He is here on Tatooine and we have conducted business to my satisfaction."

Dengar grunted angrily. He had spent a lot of money flying all the way to Dennogra.

"More important," Jabba continued, "I want you to *postpone* your pursuit of Han Solo."

"What?" Bossk snapped at the recorded transmission. Bossk could not believe Jabba would set aside the hunt for Solo. With a look of bewilderment, Bossk turned to Boba Fett. Boba Fett did not move, keeping his gaze fixed on the holoprojection.

"A drone barge filled with combative droids attacked Mos Eisley," Jabba's hologram reported. "We captured one of the droids, and EV-9D9 was able to retrieve information from it. The droids escaped from Boonda's Moon. They plan to attack the planet Vactooine. I want to know who sent the droids to attack me. What's more, I want that barge! I may be able to use the droids on board. The bounty hunter who returns the barge to me will receive ten thousand credits."

Jabba's hologram flickered again, then vanished into

the air. "That is the end of the recording," the message droid announced.

"Thank you for delivering it," Bossk said as he drew his blaster rifle. Before the message droid could reply, Bossk blew the small droid to smithereens.

"So now we're supposed to fly all the way to Vactooine, just to go after a bunch of stupid droids?" Dengar was clearly annoyed.

"That's right, Dengar!" Bossk answered. "The only thing that's important is that Jabba pays and he pays well."

"Then why am I wasting time talking to an ugly lizard?" Dengar retorted, turning for his ship. "I'm going to Vactooine to stop those droids!"

"Yeah?" Bossk shouted, running toward his own ship. "Not if I get there first, you stinking human!"

As Dengar climbed into his ship, he quickly scanned for Boba Fett and IG-88. They seemed to have disappeared during his argument with Bossk. Dengar could not see the helmeted man or the assassin droid anywhere. But a moment later, he spotted *Slave I* and the *IG-2000* lifting off the ground.

"I'll show these guys what I can do!" Dengar muttered to himself as he switched on the ignition. "I'll show them all! And when I get those droids, I'll show Jabba!"

MISSION BRIEFING

Before you proceed, you must consult the Mission Guide for the rules of the STAR WARS MISSIONS. You must follow these rules at all times.

This is a Bounty Hunter mission.

You are a bounty hunter, currently employed by Jabba the Hutt. Jabba has ordered you to temporarily end your hunt for the smuggler Han Solo. Jabba wants you to fly to the planet Vactooine and locate the droids who attacked Mos Eisley Spaceport and escaped in a drone barge. From a captured droid, Jabba has learned there are many more droids on the drone barge. The Hutt believes the droids want to kill him, and you need to find out who sent the droids to Jabba's palace.

It occurs to you that Jabba's story does not make much sense. Although you would never say so out loud, it is possible that Jabba is mistaken or has been misled. You wonder why a gang of droids would attack Jabba, then flee to a distant planet like Vactooine. You must try and learn the answer, then report back to Jabba.

Jabba will pay a lot of money to anyone who can bring the drone barge back to Tatooine. This will not be easy. Other bounty hunters are also working for Jabba, and these hunters can be very competitive. They may try to trick you. They may even try to kill you.

Your goal is to locate the droids and learn why they attempted to attack Jabba's palace. To reach the planet Vactooine, you will have to pilot your vessel through hyperspace. It is highly probable that you will have to fight

many droids. In order to claim the bounty, you must return the drone barge to Tatooine.

You start this Mission with your MP total from your previous Mission. If this is your first Mission, you start with 1000 MP.

Choose your character. If you choose IG-88, know that the assassin droid will not hesitate to combat other droids. You can take no more than four weapons (including a blaster rifle and a laser pistol) and three vehicles (one must be for space travel and another for land). You can use Power twice in this Mission.

Good luck.

Your Mission:
Bounty
Hunters vs.
Battle Droids

The repulsorlift engines roar as your ship rises above the low-level buildings of Zio Snaffkin Spaceport. Adjusting the controls, you prepare for a quick getaway.

Glancing out the viewport, you see the three other bounty hunters' ships rising quickly into the air. As one ship angles in your direction, you see the ship's laser cannons rotate, aiming at your vehicle. It looks like the other hunter is going to fire at your ship.

It is possible that the other bounty hunter is simply adjusting his weapons systems. Just to be prepared, you must activate your deflector shields.

To activate your deflector shields: Choose your vehicle (it must be capable of space travel). Add your vehicle's weaponry# to your skill# for your confront#. Roll the 6-dice to throw the switch for your shields.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Your deflector shields kick on and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have activated your deflector shields. Then you may proceed.

The other bounty hunter reveals his hatred for you, firing his laser cannons at your ship. It seems he will stop at nothing to prevent you from going after the bounty. The blasts strike hard against your shields, violently rocking your vehicle. Fortunately, the shields hold, but they might not be able to take another direct hit.

You must evade or combat the bounty hunter. If you choose to evade, choose whether or not to use Power.

To evade the other bounty hunter's ship (using Power)*: Choose your Vehicle Evasion Power. Your Power's low-resist# + your Power# + your vehicle's stealth# is your confront#.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. You lose the bounty hunter, and may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your Power was useless against the dastardly bounty hunter. Now you must evade him without Power (below).

*Note: This counts as one of two Power uses you are allowed on this Mission.

To evade the other bounty hunter's ship (without Power): Add your stealth# to your vehicle's speed# for your confront#. Roll the 6-dice to fly straight at your opponent's ship.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. Believing you are about to collide with him, the bounty hunter dives, smashing his ship into a Zio Snaffkin hangar building. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The bounty hunter dodges your ship's advance and turns to chase you. Now you must combat him (below).

To combat the other bounty hunter: Your vehicle's weaponry# +1 is your confront#. Roll the 6-dice to blast your opponent's ship.

> *If your confront# is equal to or more than your roll#,* add the difference +2 to your MP total. Your single blast destroys the thrusters on the bounty hunter's ship. The ship plummets to the ground and you may proceed.

> *If your confront# is less than your roll#,* subtract the difference from your MP total. Your aim was totally off. Subtract +1 from your confront# for your new confront#. Roll the 6-dice again to shoot the bounty hunter's ship.

>> *If your new confront# is equal to or more than your roll#,* add the difference to your MP total. Your shot scores a direct hit on your opponent's repulsorlift engines. His ship drops like a rock and you may proceed.

>> *If your new confront# is less than your roll#,* subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the bounty hunter's ship. Once you have blasted him out of the sky, you may proceed.

Tearing away from the spaceport, you angle your ship skyward and blast high into the air. Seconds later, the other two bounty hunters' ships come into view in front of you, racing up through Dennogra's stratosphere. Determined to beat them to Vactooine, you punch your thrusters in an effort to race past the two ships.

***To race past the other ships (using Power)*:** Choose your Speed Power. Your skill# + your vehicle's speed# + your Power's low-resist# + your Power# is your confront#. Roll the 6-dice to speed past the other bounty hunters.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. You've blasted past the other ships and are now far ahead of them. You may proceed.

If your confront# is less than your roll#, subtract 10 MP from your MP total. You are barely ahead of the others. This will affect your next confront. Be very careful.

*Note: This counts as one of two Power uses you are allowed on this Mission.

Flying ahead of the other bounty hunters, your sensors flash a warning light. One of the two hunters has fired a proton torpedo at your vehicle. The torpedo is visible on your viewscreen, speeding through space behind you, homing on your vehicle's engines. Unless you act fast, the torpedo will impact with your ship in seconds.

Your sensors cannot determine which ship fired the proton torpedo, but you don't really care which bounty hunter is responsible. One had the nerve to fire the torpedo, but both hunters want you out of the way.

You must dodge the torpedo.

To dodge the torpedo: If you are *far ahead* of the other bounty hunters, your skill# + your vehicle's stealth# +5 is your

confront#. If you are *barely ahead* of the other bounty hunters, your skill# + your vehicle's stealth# +3 is your confront#. Roll the 12-dice to speed past the other bounty hunters.

> *If your confront# is equal to or more than your roll#*, add the difference +5 to your MP total. You've dodged the torpedo. You may proceed.

> *If your confront# is less than your roll#*, subtract 5 MP from your MP total. Your wing has been hit. Subtract +1 from your vehicle's speed# for the rest of this Mission.

The other bounty hunters are catching up to you. One of them fires another torpedo. Luckily, your sensors tell you it will fall out of range. You may be able to use it to defeat your opponents.

Choose to combat both ships at once or one ship at a time.

To combat both ships at once: Your vehicle's weaponry# +1 is your confront#. Roll the 6-dice to fire your aft laser cannons at the proton torpedo.

> *If your confront# is equal to or more than your roll#*, add the difference +5 to your MP total. Your cannons shoot the out-of-range proton torpedo, causing the missile to explode. The powerful explosion disables the two oncoming ships and you may now proceed.

> *If your confront# is less than your roll#*, subtract the difference from your MP total. Your lasers hit the torpedo

but the two ships fly around the massive explosion. Now you must combat one ship at a time (below).

To combat one ship at a time: Your vehicle's weaponry# +1 is your confront#. Roll the 6-dice to turn and fire on the nearest of the two ships.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. A devastating shower of sparks erupts from the nearest ship, disabling your opponent. Repeat this confront to attack the second ship. When you have defeated both ships, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Now add +1 to your confront# for your new confront#. Roll the 6-dice again to shoot your opponent's ship.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your excellent shooting has disabled your opponent's ship. If necessary, repeat this confront to attack the second ship. When you have defeated both bounty hunters, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the ship. Once you have disabled both ships, you may proceed.

By putting the other bounty hunters' ships out of commission (for now), you have virtually eliminated the competition for the bounty. Add 40 MP to your MP total (65 MP for Advanced Level players).

Heading for the nearest designated hyperspace jump point, you enter the coordinates for Vactooine into your nav computer. Reaching the point of entry, you punch the hyperdrive motivator.

To make the jump into hyperspace: Add your vehicle's speed# to your vehicle's distance# +3 for your confront#. Roll the 12-dice to enter the dimension known as hyperspace.

> *If your confront# is equal to or more than your roll#,* add the difference +2 to your MP total. Through your viewport, the distant stars extend into long streaks of light. A deafening roar signals your jump into hyperspace. You may now proceed.

> *If your confront# is less than your roll#,* subtract the difference from your MP total. Looking out your viewport, the stars remain unchanged. Your hyperdrive motivator is sticking. Sometimes it helps if you pound the control panel with your fist. Add your strength# to your confront# for your new confront#. Roll the 12-dice again to strike the control panel with your fist.

> > *If your new confront# is equal to or more than your roll#,* add the difference to your MP total. After you strike the control panel, your vehicle thunders into hyperspace.

The blinding light of hyperspace sweeps over your vehicle. According to the nav computer, it will not be long before you reach the Vactooine system.

Your thoughts turn to Jabba the Hutt's holographic message. Jabba had said the droids had escaped Tatooine in a drone barge. Drone barges are not generally equipped with expensive hyperdrive engines. Because your vehicle is equipped with a hyperdrive engine, you might arrive in the Vactooine system before the escaped droids. Turning to your computer, you try to learn everything you can about your destination.

You consult an astrogation chart and learn that three moons orbit the planet Vactooine. An index states that Vactooine hosts a mining operation. The index does not indicate whether Vactooine is governed by the Empire, but the Empire controls several mining colonies in this sector of the Outer Rim.

Checking your nav computer, you realize you are nearly at the end of the hyperspace route. You wait to make the jump back to normal space.

Brilliant luminescent colors cascade past your viewport as your vehicle decelerates, then distant streaks of light appear to solidify as distinctive stars. You have safely entered normal space, arriving near one of Vactooine's three moons.

Your sensors immediately detect another ship in the area. The ship is too far away for you to see it clearly. Fortunately, your ship is equipped with an interrogator, a device that sends out a high-frequency signal that activates a starship's ID-profile transponder. Your interrogator identifies the ship as a Corellian freighter.

Your sensors also indicate that the ship does not appear to be moving. It is unusual for a freighter to be hanging motionless in space, and you wonder if it really is a freighter. Although faking a ship's ID-profile is highly illegal, it is possible that the drone barge has changed its profile to a Corellian freighter. If you want to discover the truth, you must fly close enough to see the motionless ship.

To fly closer to the motionless ship: Your vehicle's speed# +1 is your confront#. Roll the 6-dice to fly toward the the mysterious, distant ship.

If your confront# is equal to or more than your roll#, add the difference to your MP total. You are within sight of the ship and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your engines sputter. Your controls have malfunctioned. You will have to rewire them (below).

To rewire the controls: Your skill# +2 is your confront#. Roll the 6-dice to escape.

If your confront# is equal to or more than your roll#, add 7 MP to your MP total. The engines will probably work

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now. Try again to fly closer to the motionless ship (above).

If your confront# is less than your roll#, subtract 7 MP from your MP total. OUCH! The electronic current runs through your body, throwing you backward and causing your hand to spasm. If this is the first time you've been shocked, subtract +1 from your skill# for the rest of this Mission. Hopefully the damage isn't permanent. Add +1 to your confront# for your new confront# and roll again.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The engines will probably work now. Try again to fly closer to the motionless ship (above).

If your new confront# is less than your roll#, subtract the difference from your MP total and repeat this confront until you have fixed the engine. Then try again to fly closer to the motionless ship (above).

The motionless ship comes into view as an immense dark triangle against the stars. Without any doubt, you recognize the ship as a Victory Star Destroyer. Your mind races, wondering why an Imperial ship would transmit a false ID-profile to pretend it is an ordinary freighter.

Suddenly, a red emergency light floods your cockpit, indicating that your vehicle was being scanned by the Imperial ship. While you were wondering about the Star Destroyer, your vehicle drifted into the massive ship's sensor range.

An incoming transmission causes a loud squawk from

your comlink. "Attention! Attention!" a voice announces from your comlink. The voice is odd, sounding more like a traffic controller droid than an Imperial navigator. "You have entered a restricted zone. Surrender your ship immediately!"

From the belly of the Star Destroyer, three wide-winged TIE bombers launch, then angle in your direction. Expecting that the Star Destroyer would have deployed standard TIE fighters, you are surprised by the sight of the bombers.

Checking your vehicle's weapons systems, you wonder if you have stumbled upon a secret Imperial bombing mission. Unsure of whether you can outrun or defeat three Imperial pilots in open space, you steer your vehicle toward the nearby moon.

You can choose to speed to the moon with or without Power.

To speed to the moon (using Power)*: Choose your Speed Power. Your vehicle's speed# + your Power's low-resist# + your Power# is your confront#. Roll the 6-dice to zoom away from the three TIE bombers.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. Soaring low over the moon, you find it is covered with long mountain ranges and deep craters. Looking for possible places to hide, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You reach the moon, but you have barely enough time to find a place to hide out. Pray you're lucky.

Note: This counts as one of two Power uses you are allowed on this Mission.

To speed to the moon (without Power): Your vehicle's speed# +2 is your confront#. Roll the 6-dice to zoom away from the three TIE bombers.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Soaring low over the moon, you find it is covered with long mountain ranges and deep craters. Looking for possible places to hide, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your engines stall, making you wonder if your ship needs more than a tune-up. Cursing your last mechanic, subtract +1 from your confront# for your new confront#. Roll the 6-dice again to race for the moon.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You have reached the moon and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have reached the moon. Once your ship is soaring over the lunar surface, you may proceed.

The three TIE bombers fire deadly laser bolts at the rear of your vehicle, narrowly missing your thrusters. Pushing

hard at the controls, you descend in a bloodcurdling dive, heading for a lunar canyon.

The dark canyon walls become a dizzying blur as you plummet into the canyon. Flying low over an ancient river-bed, you chance a quick glance at your sensors. One of the three TIE bombers has taken the lead and is closing on your position. The lead bomber fires two proton torpedoes, producing twin explosions on the moon's surface. Two towering plumes of rocks and fire erupt upward, directly in front of your vehicle's flight path.

Your shields hold but the twin explosions unleash a powerful shock wave, throwing your vehicle into a spiral across the lunar canyon. Gripping the joystick, you struggle to gain control of your destabilized craft as it plummets to the rocks below. Through the viewport, the moon's surface appears to spin wildly outside your vehicle.

Your vehicle stabilizes just in time for you to get a clear view of the lead TIE bomber, flying toward you with its laser cannons blazing.

You must evade or combat the lead TIE bomber. If you choose to combat, you may combat using Power or without Power.

To evade the lead TIE bomber: Add your skill# to your vehicle's speed# +3 for your confront#. Roll the 12-dice to fly under the oncoming TIE bomber.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. The lead TIE bomber passes over your vehicle, then smashes into the canyon wall. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The lead TIE bomber pilot hits his intertial dampers and stops short of the wall. Now you must combat the lead TIE bomber without Power (below).

To combat the lead TIE bomber (using Power)*: Choose your Object Movement Power. Your Power's low-resist# + your Power# + your vehicle's weaponry# is your confront#. Roll the 6-dice to shoot a small boulder into the air, directly in front of the TIE bomber's cockpit viewport.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The boulder smashes into the lead TIE bomber and the ship erupts in a shower of sparks. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The boulder was too heavy for you to move. Now you must combat the lead TIE bomber without Power (below).

Note: This counts as one of two Power uses you are allowed on this Mission.

To combat the lead TIE bomber (without Power): Add your vehicle's weaponry# to your weaponry# +4 for your confront#. Roll the 12-dice to fire at the lead TIE bomber's cockpit.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. You score a direct hit. The lead TIE bomber erupts into a fireball, then plummets to the canyon floor. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your targeting computer was a hair off and you missed the shot. Add +2 to your confront# for your new confront#. Roll the 12-dice again to blast the TIE bomber.

> *If your new confront# is equal to or more than your roll#*, add the difference to your MP total. The lead TIE bomber is destroyed and you may now proceed.

> *If your new confront# is less than your roll#*, subtract the difference from your MP total. Repeat this confront with your new confront# until you have fired a direct hit at the lead TIE bomber. Once you have destroyed the bomber, you may proceed.

Rising out of the canyon, the other two TIE bombers appear on your sensor screens. Seconds later, you sight them roaring toward your viewport.

"Surrender immediately!" an inhuman voice crackles over your comlink.

Spotting a narrow, cavernous opening at the upper rim of the canyon, you pull back on the throttle and race for the cave at breakneck speed. Relying on your sensors to avoid any obstacles, you angle your ship and zoom into the cave. The TIE bomber pilots will have to be daring to enter such a narrow cave.

Checking your sensors, you see two blips hot on your trail, flying sideways into the cave without any hesitation. Both TIE bomber pilots appear to be entirely without fear.

Breaking their side-by-side formation, one bomber pilot has unwisely followed the other into the cave. In this position, you should be able to destroy both bombers with a single blast.

Choose to evade or combat the two TIE bombers. Evasion will not be easy but you are less likely to risk damaging your ship. If you choose combat, choose to combat both ships at once or one at a time.

To evade the TIE bombers: Add your vehicle's speed# and your vehicle's stealth# and your skill# for your confront#. Roll the 12-dice to fly into a cavern passageway that is is too small for the TIE bombers.

> *If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Attempting to follow you, both TIE bombers smash against the walls of the passageway. You may now proceed.*

> *If your confront# is less than your roll#, subtract the difference from your MP total. The passageway is a dead end and the TIE bombers take aim at your vehicle. You must turn around and combat both TIE bombers at once (below).*

To combat both TIE bombers at once: Your vehicle's weaponry# +2 is your confront#. Roll the 6-dice to fire a torpedo at one ship, causing it to smash into the other bomber.

> *If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. In a brilliant flash*

that illuminates the entire cavern, both TIE bombers explode. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The torpedo narrowly misses both oncoming bombers. Now you must proceed to combat one TIE bomber at a time (below).

To combat one TIE bomber at a time: Add your vehicle's weaponry# to your skill# for your confront#. Roll the 6-dice to fire at the nearest TIE bomber.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The nearest TIE bomber shatters into a million pieces. Repeat this confront to attack the second TIE bomber. When you have defeated both ships, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your shot misses the ship entirely. Subtract +1 from your confront# for your new confront#. Roll the 6-dice again to shoot the TIE bomber.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your blast shreds the TIE bomber's wing, causing the ship to lose control and crash. If necessary, repeat this confront to combat the second ship. When you have defeated both TIE bombers, you may proceed.

If your new confront# is less than your roll#, subtract
10 MP from your MP total. Your ship has been hit!
Subtract +1 from your vehicle's speed# for the
rest of this Mission. Repeat this confront with your
new confront# until you have blasted the TIE
bomber. Once you have disabled both bombers,
you may proceed.

You have defeated all three TIE bombers. Add 30 MP to
your MP total (50 MP for Advanced Level players).

Adjusting your thrusters, you fly through the darkness
of the cavern, carefully navigating your path back to the
cave's entrance. Scanning the two destroyed TIE bombers,
your sensors only detect metal and plastoid fragments.
Considering the inhuman voices you heard over your
comm unit during the battle, you suspect the bombers
were piloted by droids.

You came to the Vactooine system to search for the
droids who tried to attack Jabba's palace, but instead
you've found a Victory Star Destroyer. Wondering if the
renegade droids could have taken over an entire Imperial
ship, you continue through the cavern.

As you emerge from the cave, your vehicle is suddenly
surrounded by a pale blue beam of light. Gazing upward,
you see the Victory Star Destroyer projecting its powerful
tractor beam at your ship. The Imperial ship must have
come searching for the TIE bombers.

Reacting fast, you pull back on the throttle but your en-
gines uselessly strain. Your vehicle lurches violently up-

ward, as if a ghostly giant has reached down and grabbed you like a toy.

In moments, your vehicle will be drawn within the Star Destroyer's docking bay. In your experience as a bounty hunter, you have never give up without a fight. Fleeing from the cockpit, you scramble to the main hold and secure your weapons.

A vacuumlike sound engulfs your vehicle, indicating you have entered the docking bay's airlock. A loud clashing of metal follows as your vehicle is lowered onto the docking bay floor. Knowing your captors will probably try to board your ship through the main hatchway, you turn off the interior lights and head for the emergency escape pod. Entering the pod, you leave its ingress hatch open so you have a clear shot at anyone entering your vehicle's main hold. Bracing yourself within the pod, you aim your weapon back into the hold area.

The main hatch explodes in a bright flare, sending the hatch door smashing into your vehicle's low ceiling. Before the smoke clears, a K4 security droid leaps up through the hatch.

Knowing that Imperial ships do not carry K4 security droids, you realize the renegade automatons have probably taken over the Star Destroyer.

In the darkness, the skeletal droid's photoreceptors glow blood red. The droid spins, raising an Imperial blaster rifle at you.

You must combat the K4 security droid. Choose to combat the droid with your weapon or by using Power. After you defeat the droid, you must launch your escape pod.

To combat the K4 security droid (using Power): Choose your Object Movement Power or Confusion Power. Add your Power# to your Power's low-resist# + your stealth# for your confront#. Roll the 6-dice to make the K4 aim his blaster rifle at his own metal head.

> *If your confront# is equal to or more than your roll#*, add the difference +5 to your MP total. The K4 pulls the trigger, blowing his circuits across the interior of your vehicle. You may now proceed to launch the escape pod (next page).

> *If your confront# is less than your roll#*, subtract the difference from your MP total. The K4's joints are sticky, preventing him from turning the rifle on himself. His rifle remains aimed at you, forcing you to combat him without Power (below).

*Note: This counts as one of two Power uses you are allowed on this Mission.

To combat the K4 security droid (without Power): Choose your weapon. Add your weaponry# to your weapon's mid-range# for your confront#. Roll the 6-dice to blast the droid's head clean off his shoulders.

> *If your confront# is equal to or more than your roll#*, add the difference to your MP total. The K4's head explodes and you may proceed to launch the escape pod (below).

> *If your confront# is less than your roll#*, subtract the difference from your MP total. You missed the droid,

shooting a cargo container in your own vehicle instead. Add +3 to your confront# for your new confront#. Roll the 12-dice to fire another blast at the K4.

> *If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your blast shears through the K4's neck and you may proceed to launch the escape pod (below).*

> *If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have destroyed the K4. Once you have shot the invading droid, you may proceed to launch the escape pod (below).*

To launch the escape pod: Your skill# +1 is your confront#. Roll the 6-dice to throw a switch, launching the escape pod away from your vehicle.

> *If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The escape pod's thrusters fire and you may now proceed.*

> *If your confront# is less than your roll#, subtract the difference from your MP total. The switch is jammed. You can either try to rewire it, use Power, or force it using strength.*

To rewire the switch: Your skill# +2 is your confront#. Roll the 6-dice to escape.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Try to launch the escape pod again (above).

If your confront# is less than your roll#, subtract 7 MP from your MP total. OUCH! The electric current runs through your body, throwing you backward and causing your hand to spasm. If this is the first time you've been shocked, subtract +1 from your skill# for the rest of this Mission. Hopefully the damage isn't permanent. Either try to force the switch through strength (below), or add +1 to your confront# for your new confront# and roll again.

> *If your new confront# is equal to or more than your roll#*, add the difference to your MP total. Try to launch the escape pod again (above).

> *If your new confront# is less than your roll#*, subtract the difference from your MP total and repeat this confront until you have fixed the switch. Then try to launch the escape pod again (above).

To fix the switch (using Power)*: Choose your Object Movement Power. Your skill# + your Power's low-resist# + your Power# +1 is your confront#. Roll the 6-dice to fix the switch.

> *If your confront# is equal to or more than your roll#*, add the difference to your MP total. The switch is fixed. Try to launch the escape pod again (above).

> *If your confront# is less than your roll#*, subtract the difference from your MP total. Repeat this confront until

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you have fixed the switch, then try to launch the escape pod again (above).

Note: This counts as one of two Power uses you are allowed on this Mission.

To force the switch using strength: Your strength# +2 is your confront#. Roll the 6-dice to jam the switch into the proper position.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The switch looks like it's in place. Try to launch the escape pod again (above).

If your confront# is less than your roll#, subtract the difference from your MP total. You must try again. Use the same confront# and repeat this confront until you have forced the switch. Then try to launch the escape pod again (above).

The escape pod blasts away from your vehicle, tearing across the Star Destroyer's docking bay interior. Braced within the pod, you feel it smash into a far wall, then crash to the floor. Pressing a switch, you open the egress hatch and leap out of the pod.

Over fifty droids fill the docking bay. They all carry weapons. Dozens of Imperial blaster rifles are aimed at you.

If you are IG-88: The renegade automatons are startled that another droid would attack them. Although the renegades used a reprogramming signal to convert every Imperial droid on

the Star Destroyer to battle the droids' mission, the transmitted signal does not work on your unique circuitry.

"Drop your weapons," orders a black-metal traffic control 1-2 unit, "or we'll fry you where you stand." Two personal attendant droids hover in the air behind the 1-2 unit.

Letting your weapons fall to the floor, you notice an immense drone barge parked on the other side of the docking bay. From what you've been told, it appears that the drone barge is the same one that attacked Tatooine.

The 1-2 unit steps toward you. "You have caused us a *great* deal of trouble," the 1-2 states. "Are you independent or did someone send you? Does anyone else know of our location?"

You remain silent. No one is getting any information out of you.

"If you won't talk, we'll *make* you talk," the 1-2 unit declares. Turning to a seven-armed chef droid, the 1-2 unit orders, "Take the prisoner to the detention room!"

The chef droid picks up your weapons and motions you to follow him down a corridor. An armored ASP-19 and two K4 security droids follow you, aiming their blaster rifles at your legs. Approaching the corridor, you overhear the 1-2 unit speaking to the two personal attendant droids.

"We must make up for lost time," the 1-2 unit states to the floating attendants. "Instead of sending any more bombers, we'll land the *Decimator* near Vactooine's mining colony."

Now you know this Star Destroyer is named *Decimator*. The ASP-19 and K4s keep their blaster rifles aimed at you all the way to the detention room.

At the end of the corridor, the droids push you into a detention cell. The cell contains a metal bed and a comm unit built into one of the thick metal walls. It also contains a globe-shaped interrogator droid, hovering silently in the air.

Interrogator droids were designed by the Empire to question prisoners. With its lie determinator, sonic torture device, and interrogation drug syringe, the terrifying mechanism is capable of inflicting pain and extracting the truth from any creature.

"Forwun wants to know why this bounty hunter is in the Vactooine system," the chef droid instructs the interrogator. "I'll wait in the corridor. Let me know when the bounty hunter talks." The chef droid rolls out of the cell and the door closes, trapping you with the other droids.

The two K4s grip your arms, pinning you against the wall. The ASP-19 stands against the door, blocking the exit. The interrogator droid hovers toward you, aiming its electroshock assembly at your head.

You must combat all the droids in the detention cell. You decide that your best chance is to first attack the interrogator droid and the ASP-19, then attack the two K4s. Choose to use Power or rely on your own hand-to-hand fighting skills.

To combat the interrogator droid and the ASP-19 (using Power)*: Choose your Object Movement Power or Confusion Power. Your Power's mid-resist# + your Power# + your strength# +2 is your confront#. Roll the 12-dice to make the interrogator droid aim its electroshock assembly at the ASP-19.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. The interrogator droid releases a powerful jolt at the ASP-19, causing the ASP-19 to fall down upon the interrogator droid. Both droids twitch as their circuits fry, and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The interrogator droid misses the ASP-19, sending a jolt to the ceiling instead. Now you must combat the interrogator droid and the ASP-19 (below).

*Note: This counts as one of two Power uses you are allowed on this Mission.

To combat the interrogator droid and the ASP-19 (without Power): Add your strength# to your skill# for your confront#. Roll the 6-dice to kick the floating interrogator droid into the ASP-19.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. The interrogator droid smashes into the ASP-19, causing the interrogator droid's sonic torture device to overload. The sonic disruption causes both droids to shatter and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your kick connects with nothing but air and the two K4s tighten their grips on your arms. Subtract +1 from your confront# for your

new confront#. Roll the 6-dice again to kick with your other leg.

> *If your new confront# is equal to or more than your roll#,* add the difference to your MP total. The interrogator droid smashes into the ASP-19 and you may proceed.

> *If your new confront# is less than your roll#,* subtract the difference from your MP total. Repeat this confront with your new confront# until you have kicked the floating automaton. Once you have defeated the interrogator droid and the ASP-19, you may proceed.

Startled, the two K4s release their grips on your arms. You must combat the two K4s. Choose to combat them both at once or one at a time.

To combat both K4 security droids at the same time: Your strength# +6 is your confront#. Roll the 12-dice to kick the damaged interrogator droid at the K4s.

> *If your confront# is equal to or more than your roll#,* add the difference +5 to your MP total. Trying to avoid the interrogator's malfunctioning appendages, the two K4s smash into each other. Damaging their own circuits in the process, the K4s fall to the floor. You may proceed.

> *If your confront# is less than your roll#,* subtract the difference from your MP total. The interrogator droid smashes into the wall, missing the cringing K4s. Now

you must proceed to combat one K4 security droid at a time (below).

To combat one K4 security droid at a time: Add your stealth# to your skill# +3 for your confront#. Roll the 12-dice to grab hold of the fallen ASP-19's blaster rifle to shoot the first K4 security droid.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. A single shot brings down the first K4. Repeat this confront to combat the second K4. When both K4s are defeated, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The K4 ducks and the blast strikes the wall. Add +1 to your confront# for your new confront#. Roll the 12-dice again to shoot the K4 security droid.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The blast ruptures the droid's sternum, causing the K4's head and arms to break from its body. If necessary, repeat this confront to defeat the second droid. When both K4 security droids are blown away, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the K4 security droids. Once you have defeated both droids, you may proceed.

"What's going on in there?" a voice shouts from the cell's comm unit. Recognizing the chef droid's voice, you realize you must act quickly before it summons any reinforcements.

The ceiling, floor, and walls of the cell are made of thick metal. The door is the only way out of the cell.

You must open the cell door. Choose to talk the chef droid into opening the cell door, hot-wire the lock, or blow up the door.

To talk the chef droid into opening the cell door (without Power): Your charm# +1 is your confront#. Pretending you are the ASP-19, you tell the chef droid that things got a little rough, but the prisoner is ready to talk. Roll the 6-dice to see if the chef droid believes you.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. Believing you, the chef droid opens the cell door. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Realizing ASP-19s are only capable of saying either "affirmative" or "negative," the chef droid knows you are an imposter. Now you must hot-wire the lock or blow up the door (below).

To talk the chef droid into opening the cell door (using Power)*: Choose your Persuasion Power. Your charm# + your Power's mid-resist# + your Power# is your confront#. Roll the 6-dice to quickly convince the chef droid that you are ASP-19, and that although things got a little rough, the prisoner is ready to talk.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. Believing you, the chef droid opens the cell door. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Realizing ASP-19s are only capable of saying either "affirmative" or "negative," the chef droid knows you are an imposter. Now you must hot-wire the lock or blow up the door (below).

*Note: This counts as one of two Power uses you are allowed on this Mission.

To hot-wire the lock: Your skill# +1 is your confront#. Roll the 6-dice to pry open the comm unit and access the door control circuitry.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The cell door slides open and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Pulling at the wrong wire, the comm unit fuses in a shower of sparks. You must now proceed to blow up the door (below).

To blow up the door: Your stealth# +1 is your confront#. Scavenging spare parts from the fallen droids and their blaster rifles, you quickly assemble a small but powerful bomb. Roll the 6-dice to blow up the cell door.

If your confront# is equal to or more than your roll#, add the difference +3 to your MP total. Your body armor

protects you from the explosion that takes out the cell door. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The bomb is in position but you forgot to activate the detonator. Add +4 to your confront# for your new confront#. Roll the 12-dice again to blow up the door.

> *If your new confront# is equal to or more than your roll#*, the cell door tears away from the doorway and you may proceed.

> *If your new confront# is less than your roll#*, subtract the difference from your MP total. Repeat this confront with your new confront# until you have blown up the door. Once the cell door is opened, you may proceed.

Leaping through the opened door, you smash into the chef droid, snatching your weapons from him and knocking him to the corridor floor. Three of his seven arms break as he hits the metal grating.

Raising your weapon, you aim at the damaged chef droid's neck. "I want to know who sent you droids to attack Jabba the Hutt!" you demand.

"What are you talking about?" the chef droid answers without a trace of panic in his voice. "No one *sent* us to attack Jabba the Hutt. No one *owns* the droids on this starship. After we left Boonda's Moon, we went to Tatooine to locate EV-9D9 and —"

Suddenly, the *Decimator*'s engines roar, interrupting

the chef droid. It sounds as if the Star Destroyer is landing. Remembering Forwun's order to the attendant droids, you assume the ship has landed on the surface of Vactooine.

"I've heard enough from you," you tell the chef droid. Pulling the trigger on your weapon, you fire a blast at the droid's neck, severing his head from his body. The droid's head rolls away, clattering across the cell block floor.

You have learned vital information about the droids' plot and escaped your captors. Add 50 MP to your MP total (75 MP for Advanced Level players).

Running up the corridor, you return to the *Decimator's* docking bay. Both the immense drone barge and your vehicle remain in their docked positions. The battle droids have left the bay, and you assume they have left to fight the mining colony. A single astromech is the only remaining automaton. The astromech is repairing machinery and does not notice you. It looks like you can make it to the drone barge without any trouble.

Unless you return the drone barge to Tatooine, you will not get the bounty. Drone barges operate on automatic controls and do not require a pilot. You must reprogram the drone barge to return to Tatooine, then escape in your ship.

Clambering into the drone barge, you enter the control room and locate the nav computer.

To reprogram the drone barge's nav computer: Your skill# +2 is your confront#. Roll the 6-dice to punch in the co-ordinates for Tatooine.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The nav computer's lights wink in sequence, then the barge's engines kick on. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You entered the wrong co-ordinates and must try again. Repeat this confront until the course is set for Tatooine, then you may proceed.

The drone barge begins to lift and you run for the exit hatch. Leaping from the hatch, you land on the docking bay floor. Spotting you, the astromech whistles and beeps in alarm.

As it rolls toward you, the astromech extends menacing claws and tools from its cylindrical body. The astromech is an SB-20 security breach droid, modified to kill.

Choose to evade or combat the SB-20.

To evade the SB-20: Your stealth# +2 is your confront#. Roll the 6-dice to leap over the droid and run to your vehicle.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Searching for you, the SB-20 gets stuck in a far corner of the docking bay. You climb into your vehicle and proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The SB-20 snags your leg as you try to leap over it. You must combat the SB-20 (below).

To combat the SB-20: Choose your weapon. Add your weaponry# to your weapon's close-range# +5 for your confront#. Roll the 12-dice to shoot the menacing astromech.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The SB-20's dome is vaporized by the blast and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The SB-20 dodged your blast. Repeat the confront until you have defeated the SB-20 and reached your vehicle. Then you may proceed.

Scrambling to your vehicle's cockpit, you activate the repulsorlift engines. You gaze out the viewport and watch as the drone barge passes through the docking bay door.

Following the barge out of the hangar, you can hardly believe your luck. In the distance, across the rocky hills of Vactooine, you can see explosions and running figures. It appears all the other automatons are attacking the mining colony, and nothing will prevent you from escaping the *Decimator.*

After escorting the drone barge into outer space, you fly your vehicle to the hyperspace jump port. Since the drone barge does not have a hyperdrive system, it will take slightly longer to reach Tatooine. Because you want to prepare Jabba the Hutt for the barge's arrival, you plot a course for Tatooine and initiate your hyperdrive motivator.

To make the jump to hyperspace: Add your strength# to your vehicle's speed# and your vehicle's distance# for your con-

front#. Roll the 12-dice to pound your fist on the sticking controls and activate your thrusters.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. Your vehicle roars into hyperspace and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You need to swat the control panel again. Repeat the confront until you have activated the thrusters, then you may proceed.

The flight through hyperspace doesn't take long. When you exit hyperspace, the red planet Tatooine comes into view and you race for it. The sooner you inform Jabba the Hutt of the droids on Vactooine, the sooner you will receive the bounty.

Entering the planet's dry atmosphere, you fly over the sands of Tatooine, heading for the south rim of the Western Dune Sea. Sighting Jabba's palace, you land your vehicle alongside a high rocky wall.

Climbing out of your vehicle, you walk toward Jabba's palace.

"Don't move!" shouts a voice from above. Gazing upward, you see the bounty hunters Zuckuss and 4-LOM standing on top of the rocky ledge. Zuckuss is an insectoid Gann who holds a stun grenade in each of his gloved hands. 4-LOM is a late-model protocol droid who carries a stun-gas blower.

"You two are making a big mistake," you caution the bounty hunters.

"If our ship hadn't been in the shop, we would have

gone to Vactooine ourselves," Zuckuss shouts. "We need the money to repair our ship. Why don't you let us share that bounty with you?"

"You *must* be joking," you reply.

4-LOM adjusts the sight on his weapon and Zuckuss pops a clip on one grenade. They are not joking.

Choose to persuade or combat Zuckuss and 4-LOM. If you choose to persuade, you can use Power. If you choose to combat, choose both at once or one at a time.

To persuade Zuckuss and 4-LOM (without Power): Your charm# +1 is your confront#. You tell the bounty hunters that you've already told Jabba the information he needs — and that they are too late to receive the reward. Roll the 6-dice to see if they fall for it.

> *If your confront# is equal to or more than your roll#,* add the difference +10 to your MP total. The bounty hunters throw up their arms and walk away. You may proceed.

> *If your confront# is less than your roll#,* subtract the difference from your MP total. The bounty hunters see right through your lie. You must combat them one at a time (below).

To persuade Zuckuss and 4-LOM (using Power)*: Choose your Persuasion Power. Your Power's mid-resist# + your Power# +1 is your confront#. Roll the 6-dice to convince them you have already told Jabba the information — and that they are too late to receive the reward.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. The two bounty hunters curse under their breath and admit defeat. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The two bounty hunters don't believe you for a second. You must combat the bounty hunters one at a time (below).

*Note: This counts as one of two Power uses you are allowed on this Mission.

To combat both bounty hunters at once: Choose your weapon. Add your weaponry# to your weapon's far-range# +3 for your confront#. Roll the 12-dice to fire a blast at 4-LOM that will ricochet off the droid and hit Zuckuss.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The blast ricochets off the 4-LOM, then smashes into Zuckuss. Both bounty hunters are disabled and you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You merely dented 4-LOM's metal body. You must now proceed to combat one bounty hunter at a time (below).

To combat one bounty hunter at a time: Choose your weapon. Add your weaponry# to your weapon's far-range# +3 for your confront#. Roll the 12-dice to shoot Zuckuss.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Struck by your fired blast, Zuckuss slams against the rocky wall. Zuckuss is wearing armor, and he'll survive with a bad headache. Repeat this confront to combat 4-LOM. When both bounty hunters are defeated, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Now add +1 to your confront# for your new confront#. Roll the 12-dice again to shoot the bounty hunter.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. If necessary, repeat this confront to combat the second bounty hunter. Once Zuckuss and 4-LOM are defeated, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have defeated both bounty hunters. Then you may proceed.

Stepping away from the fallen bounty hunters, you check your chronometer. The drone barge should be arriving within minutes.

Gazing toward Jabba's palace, you see a long, dartlike skiff leave the fortress. Gliding over the sand, the desert skiff approaches you. It is Jabba's skiff, commanded by a pitted-skinned Weequay. The mighty Hutt rests upon a wide dais.

Ignoring the unconscious bounty hunters, Jabba looks down at you from his skiff. "Did you find the droids?" the Hutt asks.

"I found them, all right," you answer. "You'll be happy to know they weren't trying to kill you after all. They just wanted EV-9D9."

"EV-9D9?" Jabba chuckles. "Ha! Remind me not to tell her!"

"I found the drone barge too," you declare. "Prepare to pay up, Jabba."

"You were to deliver the drone barge!" Jabba scowls. "There will be no payment unless I have the barge!"

A roar sounds overhead. Looking upward, you see the drone barge descend from the sky. "Right on time," you mutter.

You have delivered vital information and the drone barge to Jabba the Hutt. For earning the bounty, add 300 MP to your MP total (500 MP for Advanced Level players).

THE AFTER-MISSION

It had taken the droids less than an hour to conquer the mining colony on Vactooine. Using numerous fighter craft from the *Decimator*, the droids rounded up the human and alien miners into a central village square. The miners huddled in fear, wondering what the droids would do next.

Forwun stood on top of a Chariot light assault vehicle, surveying the horrified miners. Forwun had led the attack from the Chariot LAV, and a few blasts from the vehicle's laser cannons had been enough to convince the miners they were outgunned.

Besides the miners, a number of transport vessels had been captured. Unknown to Forwun, the miners had been preparing to load a shipment of metal for the Rebel Alliance.

The personal attendant droid BP-A1 floated up next to Forwun. "The ASP-19s appear to be confused, Forwun," BP-A1 observed. "Are you certain the ASPs shouldn't eliminate the miners?"

"Of course I'm certain," Forwun answered. "We will use the miners as slave laborers for building the new droid factory. No one dies unless I give the order. Is that understood?"

"Yes, Forwun," BP-A1 replied.

Looking around, Forwun noticed the absence of BP-A2. "Is your counterpart still checking the *Decimator*?" the 1-2 unit asked.

"He should be back any moment now," BP-A1 answered. Rotating his globe-shaped body, BP-A1 raised one arm and pointed toward the landed Star Destroyer. "Here he comes now."

BP-A2 floated low over the ground, weighed down by an object he carried in his two thin metal arms. Reaching

the Chariot LAV, BP-A2 channeled additional power to his small repulsorlift engine and rose to the top of the vehicle.

Forwun and BP-A1 stepped closer to BP-A2, trying to see what the other attendant droid was carrying. BP-A2 lifted his arms so they could see.

The object was K-2PQ's head. "I found this outside the detention cell," BP-A2 announced. "The prisoner destroyed several droids, then must have escaped in his own vehicle. Both his vehicle and the drone barge are gone!"

Forwun gently took K-2PQ's head from BP-A2. Forwun gazed into the chef droid's deactivated photoreceptors as if searching for some clue. Turning to the personal attendant droids, Forwun said, "See if you can access any memories from K-2PQ's circuits. I want to know what happened in that cell."

"Yes, Forwun," answered BP-A1.

"Anything else, Forwun?" asked BP-A2.

"If the prisoner escaped, he may return," Forwun mused. "If that happens, we will be prepared!"

On the fourth moon in the Yavin system, Luke Sky-walker ran through the secret Rebel base, searching for General Dodonna. He found the general in the war room, studying charts of planets that might be used as other bases.

"General Dodonna!" Luke gasped. "I think I have bad news!"

"What is it, Luke?" Dodonna asked.

"We were expecting a metal shipment from our friends on Vactooine," Luke answered. "It should have arrived three hours ago."

"We need that metal to manufacture more weapons," Dodonna replied. "Perhaps it's just a simple delay?"

"Perhaps," Luke allowed. "But, well, I feel something has gone *wrong* on Vactooine. They're *never* late. I just feel —"

"Say no more!" Dodonna interrupted. "Do you think the Empire has taken over the mining colony?"

"I don't know, but there's one way to find out," Luke replied. "The *Millennium Falcon* could fly to Vactooine and investigate."

"Take three pilots from Rogue Squadron with you," Dodonna insisted. "We must have that metal, and we can't allow the Empire to gain control over Vactooine!"

Running into the hallway, Luke nearly collided with Artoo-Detoo and See-Threepio. Artoo emitted several excited beeps.
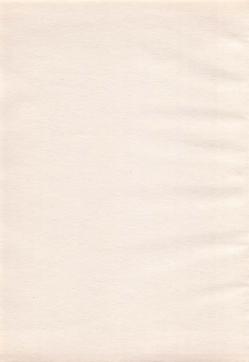
"Is something wrong, Master Luke?" Threepio asked.

"That's what we're going to find out, Threepio," Luke answered. "Tell the others we're on our way to Vactooine!"

NEXT MISSION: THE VACTOOINE DISASTER

You are a bounty hunter.
You are engaged in a fight to
the death against a lethal
squadron of battle droids.
The droids' leader, Wuntoo
Forcee Forwun, will stop at
nothing in his quest to rule
the galaxy. You must stand
in his way. But be careful —
the droids are not your
only enemies. Other bounty
hunters want to get to
Forwun before you do. The
reward is high — and the
risks are extraordinary.

Good luck.